TORPEDO RUN!®

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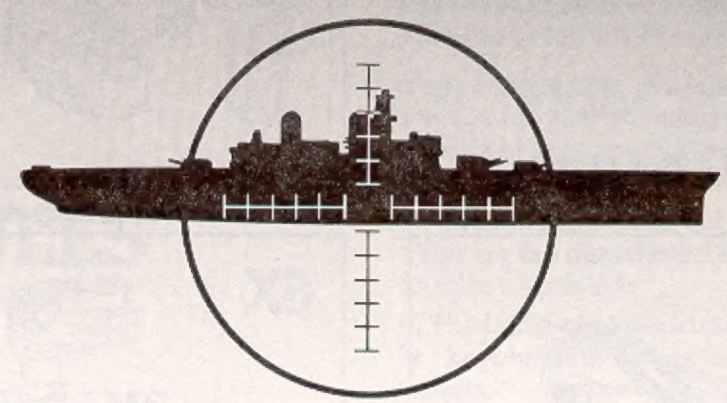


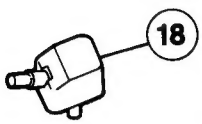
A Game by Milton Bradley

SHIP ASSEMBLY

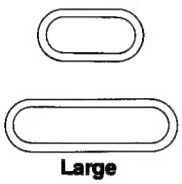
CONTENTS

Gameboard playing surface • 2 battleships • 2 submarine shooters • 6 cruiser support ships • 36 ammo chips • Label sheet • Instructions • Rubber bands

Symbols you will see in the Assembly Instructions



PART NUMBERS: Each plastic part is numbered on its runner. This identifying part number is called out in each step. Break the plastic part off the runner only when needed.



RUBBER BANDS: When you see this symbol, a rubber band is needed. The rubber bands come in two sizes, small and large.

✱

LABEL SYMBOLS: When you see this symbol, a label is needed. The label sheet tells you what ship gets what label. Extra labels are included. When labeling remember:
Star Labels—Go on grey ships.
X Labels—Go on tan ships.
Number Labels—Go on both grey and tan ships. Each ship always gets two matching number labels.

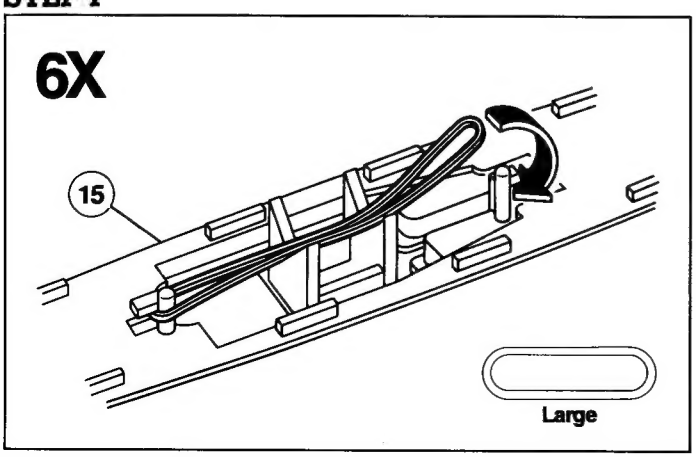
2X

TIMES SYMBOLS: When you see a symbol like this, it means that step must be performed as many times as the number indicates.

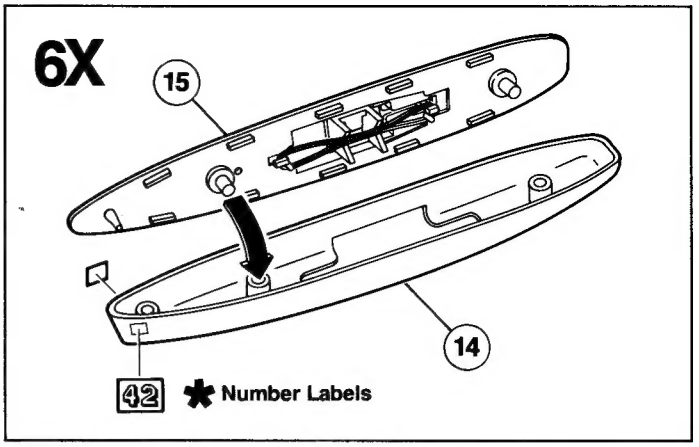
CRUISERS

You will assemble 3 grey and 3 tan Cruisers.

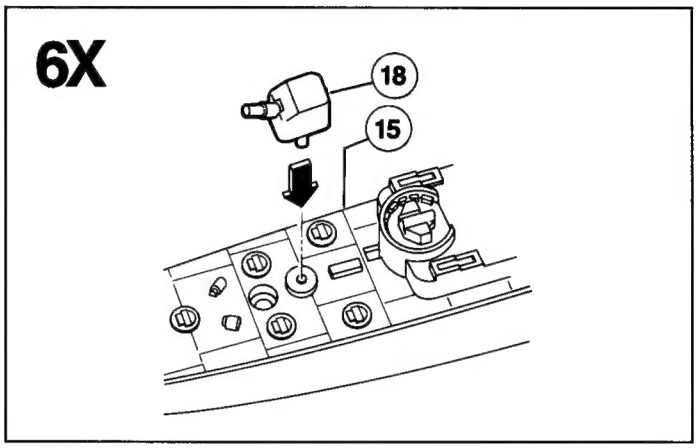
STEP 1



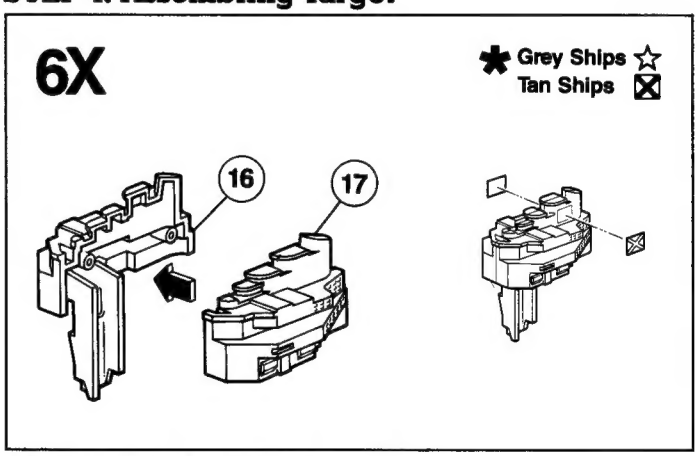
STEP 2



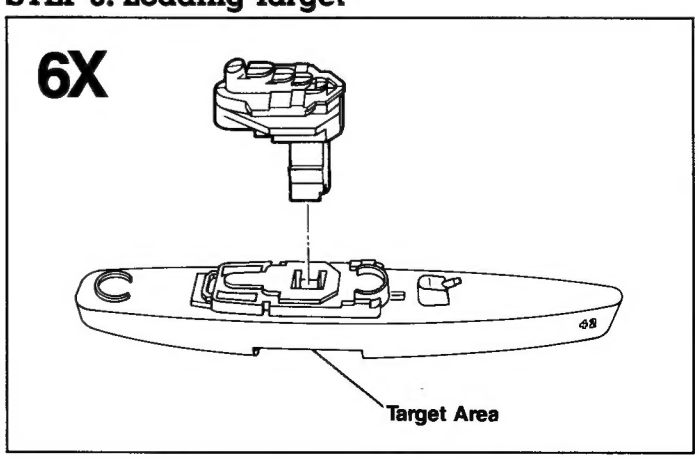
STEP 3



STEP 4: Assembling Target



STEP 5: Loading Target

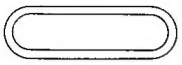


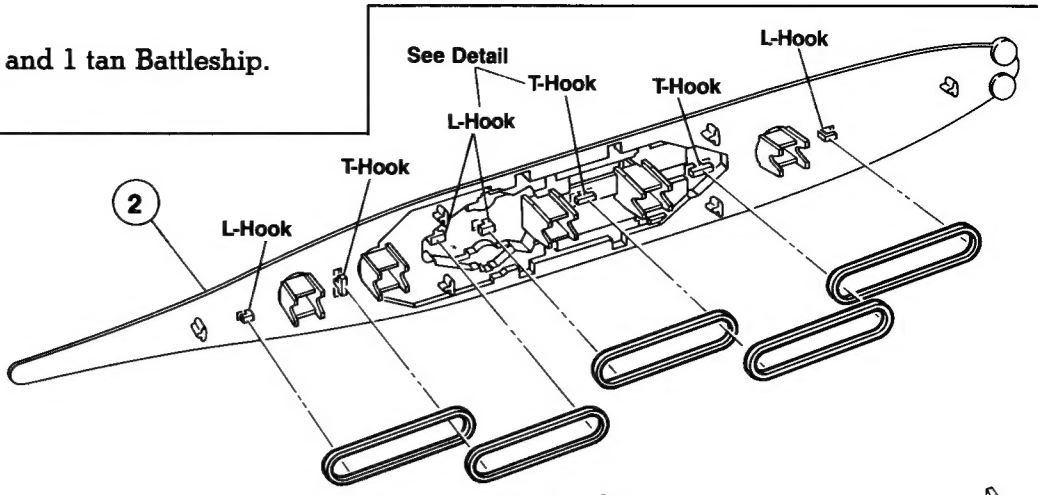
BATTLESHIPS

You will assemble 1 grey and 1 tan Battleship.

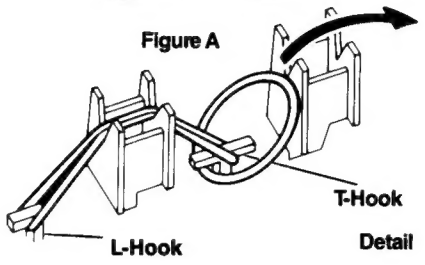
STEP 1

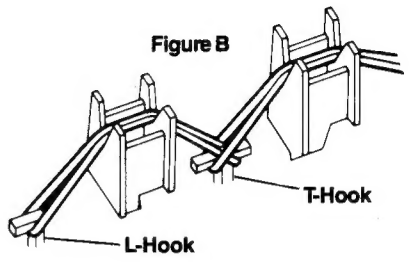
2X





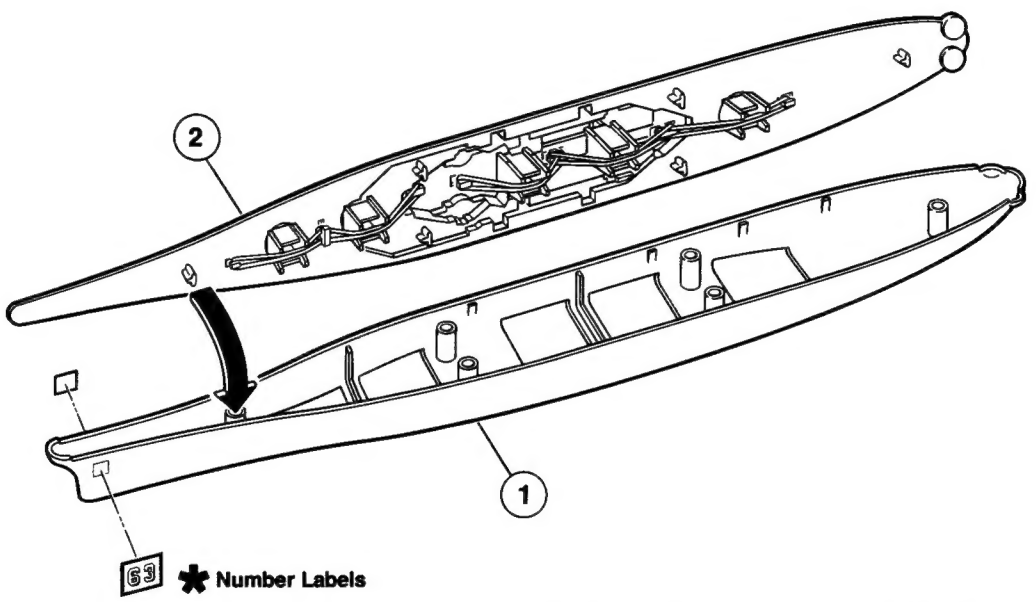
Each T-Hook is looped with two rubber bands. Drop one rubber band around each T-Hook. Attach another rubber band to the T-Hook and its adjacent hook, as shown in Figure A. Then attach the dropped rubber band to another adjacent hook, as shown in Figure B. See completely assembled rubber bands in STEP 2 below.





STEP 2

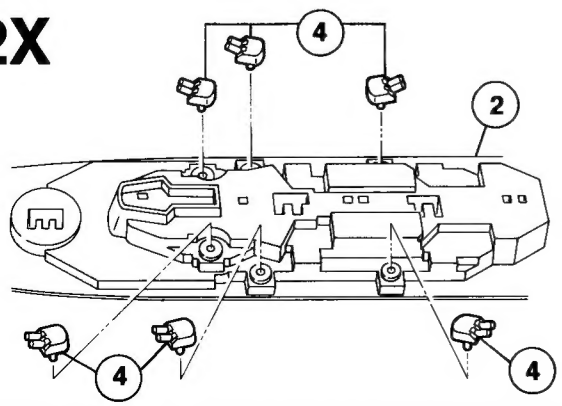
2X



63 ✱ Number Labels

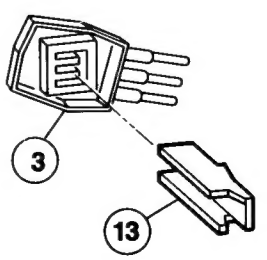
STEP 3

2X



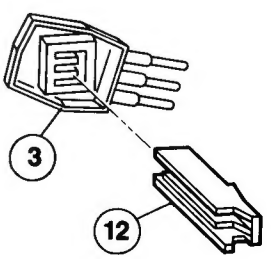
STEP 4: Target A

4X

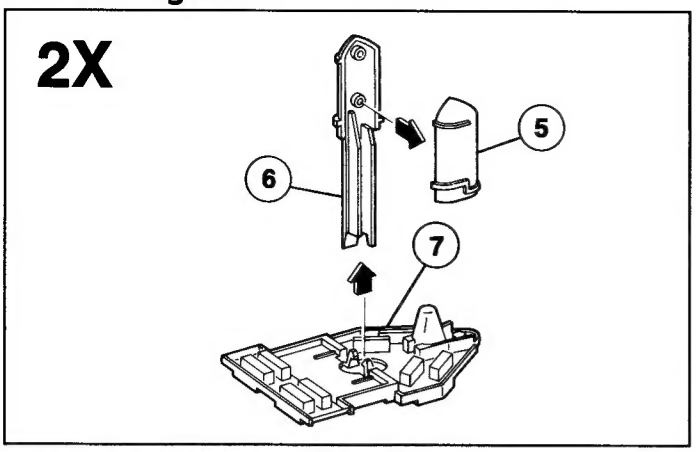


STEP 5: Target B

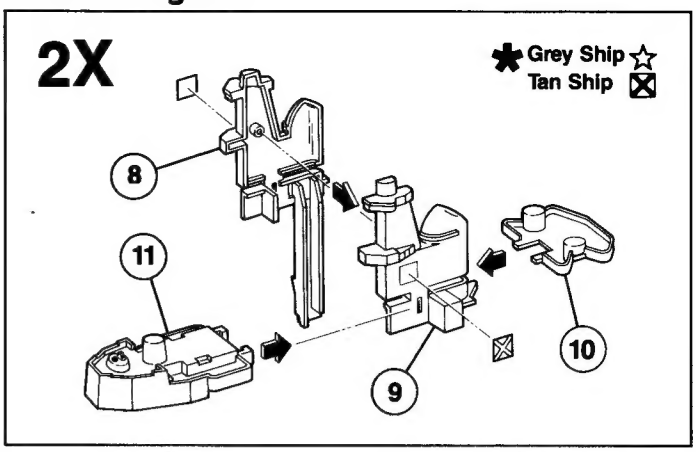
2X



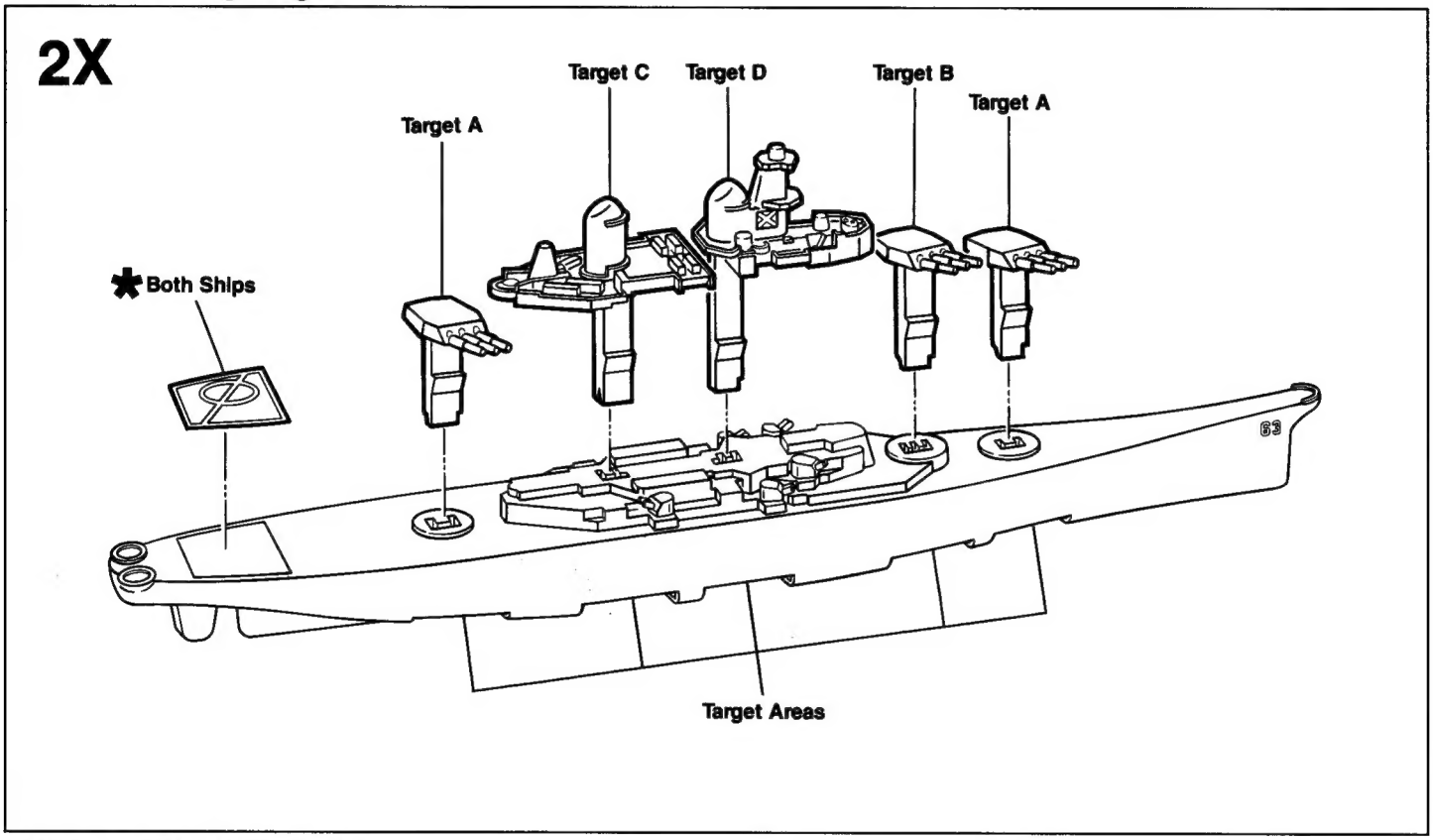
STEP 6: Target C



STEP 7: Target D



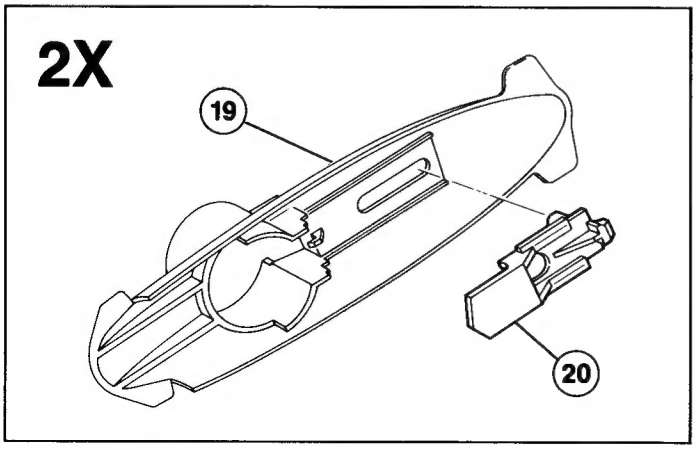
STEP 8: Loading Targets



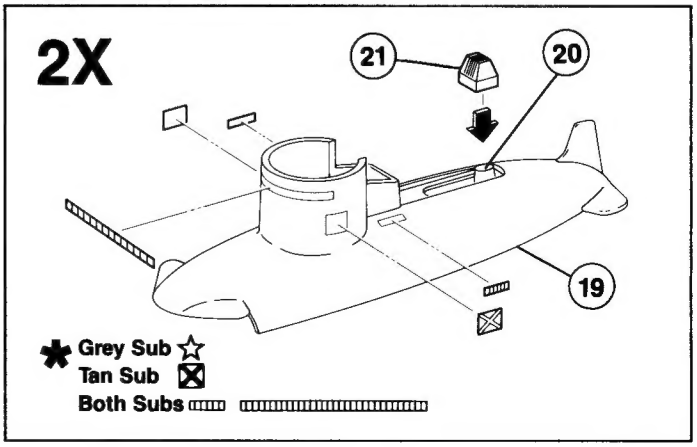
SUB SHOOTERS

You will assemble 1 grey and 1 tan Sub Shooter.

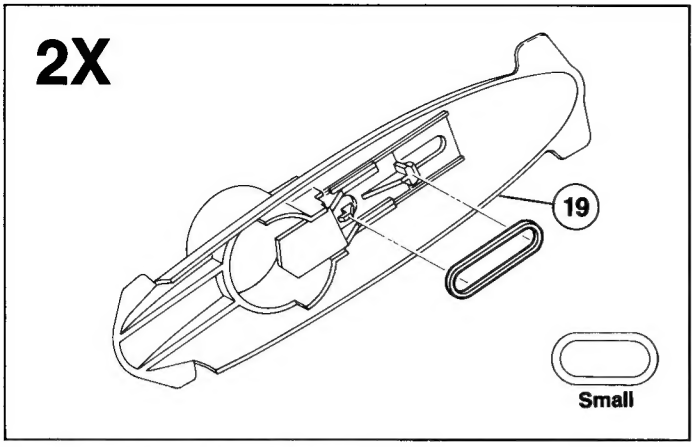
STEP 1



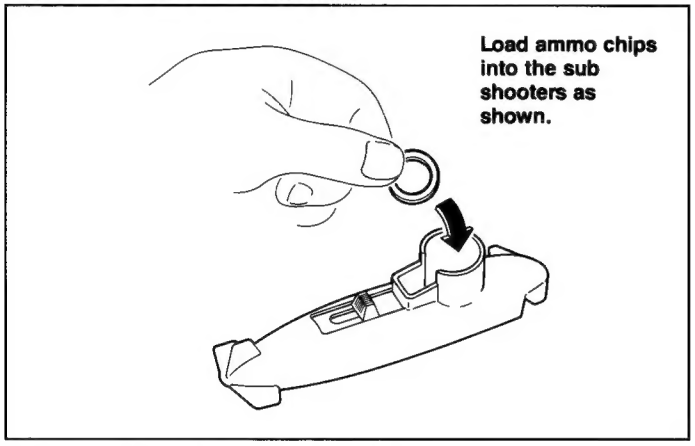
STEP2 – Be sure to press Part 21 tightly onto Part 20.



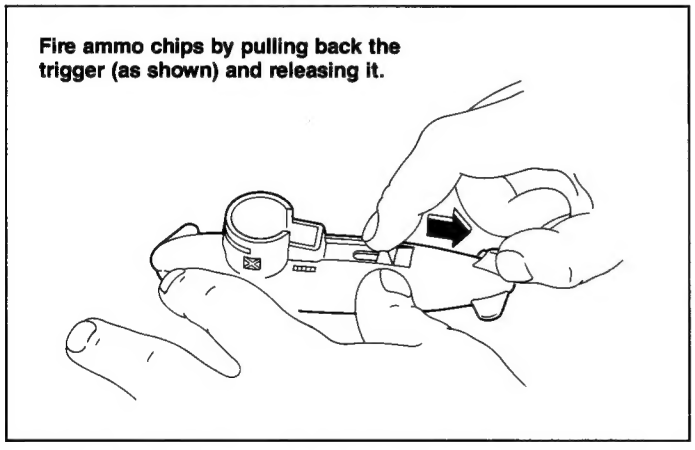
STEP 3



HOW TO LOAD THE SUB



HOW TO SHOOT THE SUB



GAME RULES

For 1 or More Players

GAME 1: THE ALL-OUT-WAR GAME

OBJECT

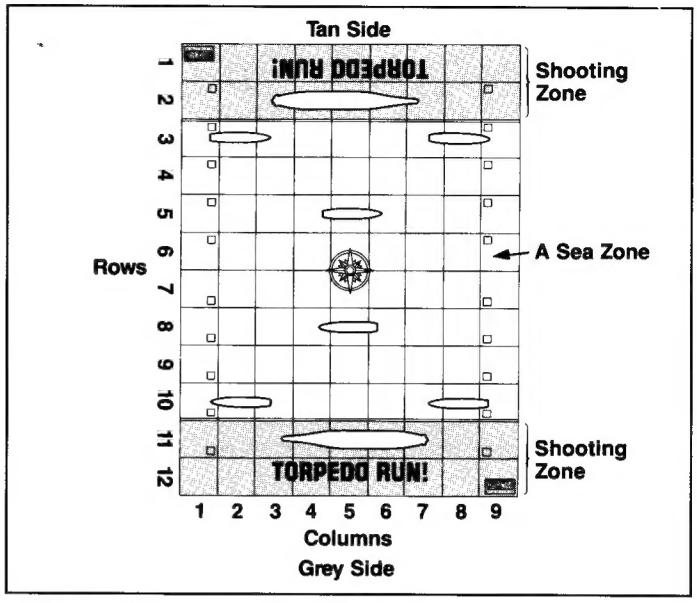
Be the first player (or team) to "knock out" all the targets on your opponent's ships.

SET-UP

1. Each player chooses the grey or tan ships.

2. Make sure all targets are loaded into place on all your ships. See LOADING TARGETS in the Assembly Instructions.

3. The gameboard is divided into 108 squares or sea zones formed by 9 columns and 12 rows. Place your ships on the gameboard in the sea zones opposite your opponent, as shown below.



4. Divide the ammo chips (18 per player), and load submarines. *Note:* Each sub will hold only 7 chips at a time. Place your sub anywhere in your shooting zone.

GAME PLAY

A 2-player game

1. One player calls "READY...AIM...FIRE!" and the game begins.

2. Simultaneously, both players fire ammo chips at their opponent's ships aiming for the target areas located below each target. See TARGET AREAS for ships in the Assembly Instructions.

When a target area is hit, the plastic target breaks apart from the ship and is "knocked out." When all the target areas on a ship are "knocked out," the ship is destroyed.

Note: During play, you can move your submarine to any sea zone in your shooting zone, but you cannot move it out of the shooting zone to shoot. No other ship can move during this game.

3. Whenever you run out of ammo, collect the ammo chips on the gameboard that have already been fired to reload your sub.

4. The battle continues until one player has successfully "knocked out" every one of his or her opponent's targets.

A 4-player game

In a 4-player game, 2 players are on each team. One player is the gunner and shoots the ammo chips. The other player is the ammo expert and gathers ammo chips from the gameboard to reload his or her teammate's submarine. Play the game as above, working as a team to "knock out" your opponent's targets.

GAME 2:
THE OUT-OF-RANGE GAME

OBJECT

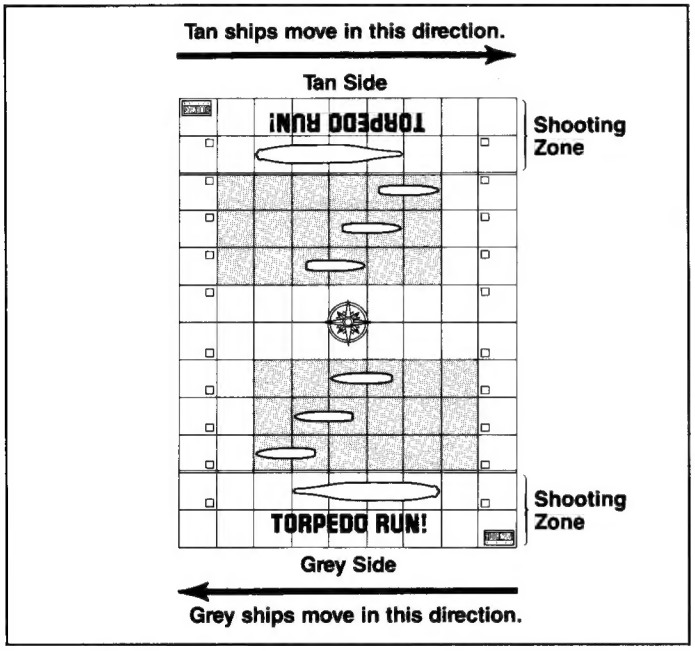
Move your ships safely off the gameboard. The player with the most intact targets wins the game.

SET-UP

1. Each player chooses the grey or the tan ships.

2. Make sure all targets are loaded into place on all your ships. See LOADING TARGETS in the Assembly Instructions.

3. Place your ships on the gameboard opposite your opponent. Battleships must be placed as shown below. Place Cruisers anywhere in the shaded area. Cruisers cannot be placed directly in front of each other. Each Cruiser must be placed in a different row and column.



4. Divide the ammo chips (14 per player), and load submarines. *Note:* Each sub will hold only 7 chips at a time. Place your sub anywhere in your shooting zone.

GAME PLAY

A 2-player game

1. One player calls "READY...AIM...FIRE!" and the game begins.

2. Simultaneously, both players fire their 14 ammo chips in an attempt to "knock out" opponent's targets.

Note: During play, you can move your submarine to any sea zone in your shooting zone, but you cannot move it out of the shooting zone to shoot.

3. After both players have fired 14 chips, there is a Cease Fire. During the Cease Fire damage is assessed and one of the following happens to each ship:

- Ships with no intact targets are stranded and cannot move.
- Ships with at least one intact target move. Cruisers move 2 sea zones in the direction shown above. Battleships move 1 sea zone in the direction shown above.

4. Each player collects 14 ammo chips from the gameboard and reloads the submarine.

5. The Cease Fire is over. One player shouts "READY ...AIM...FIRE" and players simultaneously fire again.

6. Play as above until all ships with intact targets have been moved off the gameboard.

Note: If your opponent still has targets left on the board and you don't, you continue firing and having Cease Fires until all your opponent's ships with intact targets have been moved off the gameboard.

7. Count your intact targets. The player with the most intact targets is the winner!

A 4-player game

In a 4-player game you play in teams. One player is the gunner and shoots the ammo chips. The other player is the ammo expert and gathers ammo chips from the gameboard to reload his or her teammate's submarine. Teammates trade jobs after every Cease Fire. For example, after each Cease Fire the ammo expert becomes the gunner and the gunner becomes the ammo expert.

In case of a tie: Play another game to decide the winner.

GAME 3:
THE TARGET PRACTICE GAME

OBJECT

Knock out as many targets as possible using 36 chips.

SET-UP

1. Place the 2 Battleships and the 6 Cruisers in any sea zone at one end of the gameboard (rows 1 to 6).

2. Take all 36 ammo chips, load one of the Sub Shooters and put the remaining chips aside until you need to reload. Place your Sub Shooter anywhere in the shooting zone at the opposite end.

GAME PLAY

A solo game

Fire ammo chips at the ships trying to "knock out" all the targets. After you have fired the 36 chips, count how many targets you "knocked out." Try to improve your score every time you play!

A 2 or more player game

Each player takes turns firing 36 ammo chips at the target ships. The winner is the player who knocks out the most targets on his or her turn.

In case of a tie: Play another game to decide the winner.

Rubber Band Replacement: If the rubber band on the sub breaks, replace it as shown in Step 3 of the Sub Assembly. If a rubber band on the Cruiser breaks, remove the deck from the Cruiser (part #15) and replace the rubber band as in Step 1 of the Cruiser Assembly. If a rubber band on the Battleship breaks, remove the deck from the Battleship (part #2) and replace the rubber band as in Step 1 of the Battleship Assembly.

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